

Design of an E-Commerce Mobile App on Medicine Basis and Its Market Scenario in Bangladesh.

By

NAHIDUL ISLAM

ID: 161-15-958

This Report Presented in imperfect Fulfillment of the Requirements for the Degree of Bachelor of Science in Computer Science and Engineering.

Supervised By

Md. Ohidujjaman

Senior Lecturer, CSE

Department of Computer Science and Engineering

Daffodil International University.

Supervised by:

Tajim Md. Niamat Ullah Akund

Lecturer

Department of CSE

Daffodil International University



DAFFODIL INTERNATIONAL UNIVERSITY

DHAKA, BANGLADESH

14 JANUARY, 2021.

APPROVAL LETTER

The Project titled '**Design of a e-commerce mobile app on medicine basis and its market scenario in Bangladesh.**', submitted by Nahidul Islam, to the Department of Computer Science and Engineering, Daffodil International University, has been allowed as gratifying for the deficient perfection of the essential for the degree of B.Sc. in Computer Science and Engineering (B.Sc.) and allowed as to its method and agenda. The presentation has been taken on 14 January 2021.

BOARD OF EXAMINERS

Dr. Syed Akhter Hossain

Professor and Head

Department of Computer Science and Engineering
Faculty of Science & Information Technology
Daffodil International University

Chairman

Dr. Md. Ismail Jabiullah

Examiner

Professor

Department of Computer Science and Engineering
Faculty of Science & Information Technology
Daffodil International University

Internal

Md. Reduanul Haque

Senior Lecturer

Department of Computer Science and Engineering
Faculty of Science & Information Technology
Daffodil International University

Internal Examiner

Dr. Mohammad Shorif Uddin

Professor and Chairman

Professor

Department of Computer Science and Engineering
Faculty of Science & Information Technology
Jahangirnagar University

External Examiner

DECLARATION

We have mentioned here that this project has been done by us under the supervision of Md. Ohidujjaman, Lecturer, and Department of CSE Daffodil International University. We further state that this project or any part of this project has not been submitted for any degree or diploma elsewhere.

Supervised by:

Md. Ohidujjaman
Lecturer
Department of CSE
Daffodil International University

Supervised by:

Tajim Md. Niamat Ullah Akund
Lecturer
Department of CSE
Daffodil International University

Submitted by:

Nahidul Islam
ID: 161-15-958
Department of CSE
Daffodil International University

ACKNOWLEDGEMENT

Most importantly, we express our sincere gratitude and appreciation to Almighty God for His heavenly gift that makes it possible to effectively end last year's initiative.

We truly thank and appreciate Md. Ohidujjaman, Lecturer, Department of CSE, Daffodil International University, Ashulia, Dhaka. To accomplish this initiative, we have a deep knowledge of the field of "Arduino" and a unique attraction. His perpetual perseverance, academic direction, unwavering consolation, unwavering and lively supervision, productive analysis, significant advice, understanding of numerous sub-drafts, and revising them at all stages are expected to end this initiative.

We would like to express our sincere thanks to Dr. SM Aminul Haque, Assistant Professor, Department of CSE, for his generous support to our staff and other staff and CSE Department staff at Daffodil International University.

We would like to thank our full classmates at Daffodil International University who took part in this conversation while completing the course work.

In the end, we need to recognize our unwavering support and the proper consideration of our people's patients.

Table of Contents

APPROVAL LETTER.....	2
DECLARATION	3
ACKNOWLEDGEMENT	4
ABSTRACT.....	7
CHAPTER 1	8
INTRODUCTION	8
1.4 Expected Outcomes.....	9
1.5 Report Layout	9

CHAPTER 2	10
BACKGROUND OF THE STUDY	10
2.1 Background	10
2.2 Related Works	11
CHAPTER 3	13
REQUIREMENTS ANALYSIS AND SYSTEM SPECIFICATIONS	13
3.1 Software Requirements Specification Document	13
3.1.1 Data Requirements	13
3.1.2 Functional Requirements	13
3.1.3 Performance Requirements	14
3.1.4 System Requirements	14
3.1.5 Testing and Maintainability Requirements	14
3.1.6 Validation	14
3.2 SYSTEM DESIGN	15
3.2.1 Design Approach	15
3.2.2 Detailed Design	15
3.4 User Interface Design	18
CHAPTER 4	23
IMPLEMENTATION	23
4.1 Introduction	23
4.2 Test Plan and Test Activities	25
Chapter 5	26
RESULTS AND DISCUSSIONS	26
5.1 User Interface Representation	26
CHAPTER 6	27
FUTURE WORK & CONCLUSION	27
6.1 Future Work	27
6.2 Conclusion	27

ABSTRACT

Businesspeople around the world today are using the e-business model for their business transactions. They are now performing their traditional marketing through the internet. As a developing country, Bangladesh is also emerging in the use of the internet and e-business. This study has a broad perspective and provides a bird's eye view of e-business, e-commerce, and e-marketing practices. This is why marketers give an idea of the field of e-business practice and business activities in addition to internet usage in the country. The main goal of this study is to develop e-commerce in the pharmaceutical business. Here, a big name in the online pharmacy department has been chosen for the dispensary study. The study seeks to encourage the commercial potential of an online pharmacy and customer acceptance with the help of financial results and other indicators of its overall performance. "DISPENSARY" is a drug

based mobile application. Users can post requirements for medications. Users can buy drugs online. Supply of medicines provided by the nearest associate store. Prescription is mandatory for ordering medicines. Users can search for drugs and useful information according to the prescription. This application can provide information for the daily use of the drug. This application provides information on the side effects of drugs and allergies. This application provides users to login. They can manage their accounts.

CHAPTER 1

INTRODUCTION

1.1 Introduction

People do shopping on both weekdays and weekends, but most people find free time during the weekends to get groceries, household items. Studies [1] show that around 4 million people are shopping on the weekends in Bangladesh. The most inconvenient part of shopping after spending a lot of time buying things is waiting in a long line to checkout for billing the items. With attractive deals, coupons, and discount offers, people tend to go shopping very often and that is increasing day by day, especially on weekends. Though people do shop online, the need for traditional shopping has not been reduced. During holiday seasons we can see a substantial number of people inside the store, searching for items and their availability, information, and later waiting in a long line to check out after their shopping. This project reduces their time for buying medicine and can easily find out their need for uses. Basically, a preset world affects a pandemic situation, that why people are follow up by lockdown situation for that reason people

can't go outside to carry their needs but by using this app people can easily fill up their pharmaceutical needs.

1.2 Motivation of the project

In this current situation, all the people of the world stay away from each other. People are all scared of Kovid-19. They do not want to leave without a reason. The real scene of Kovid-19 is damaging. If we talk about fever-related medications - most pharmacists avoid that customer. To avoid all sorts of dilemmas and maintain social distance we want to rely on the online process of our daily lives when it comes to treatment.

1.3 Objective of the project

- Reduce costs from serving.
- Individual customer experience.
- To determine and solve the needs of our customers.
- Ensuring the best quality of the product.
- To reduce many kinds of hesitation about medicine.
- Provide health information as soon as possible.

1.4 Expected Outcomes

Total contribution margins rose 4% to .4 25.4 million. Excluding partnership orders, total orders increased 1 %% to 1.7 million (9% unreasonable) and order contribution margins were about 14 14. The total margin was 28.5%. The cash provided for operations during the quarter was \$ 4.3 million, an increase of 1 2.1 million over the previous year.

- ✚ Developing an E-Commerce base pharmaceutical shop for people.
- ✚ Services will be provided worldwide.
- ✚ 24 * 7 customer service will be available.
- ✚ A market play will be created with minimal cost and time.

1.5 Report Layout

Pictorial presentation of the task in an easy way with a parent that describes the total project, contents, and more. The task file carries 5 chapters. Outline of all the chapters with a summary is mentioned beneath via demographic representation:

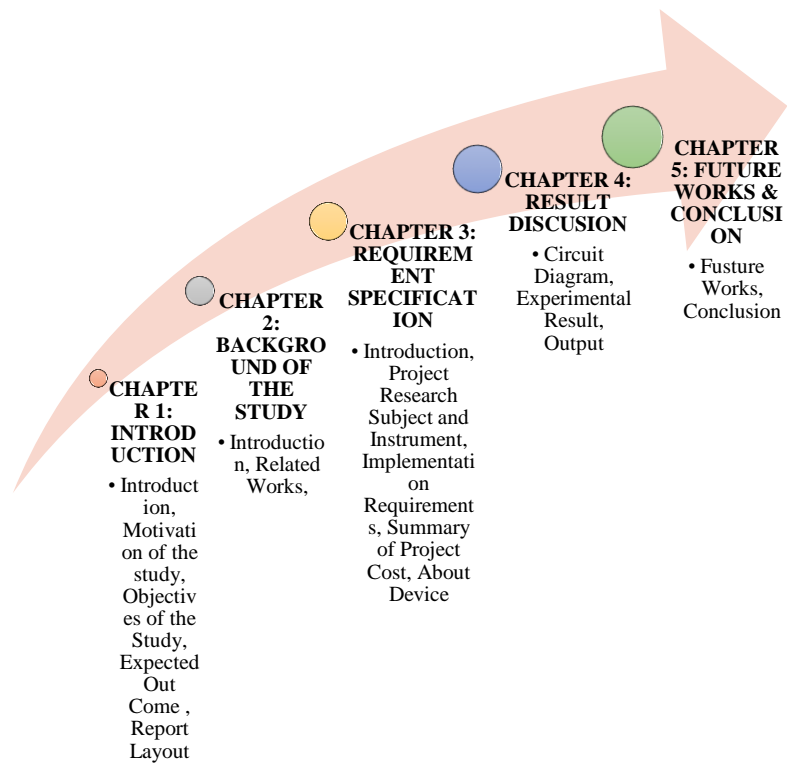


Fig 1.1: Outline the project

CHAPTER 2

BACKGROUND OF THE STUDY

2.1 Background

E-commerce/e-business has become a major topic of business research. E-commerce in Bangladesh was actually started by some non-resident Bangladeshis in 1999 (Ishtiaq et al, 2002). Recently, there are several companies in Bangladesh that are using e-commerce applications to provide convenient services to their customers. Despite the fact that a comprehensive study on e-commerce/e-business is not done in Bangladesh. Most of the research on e-commerce/e-business focuses on portraying the role of related organizations (Rakibul Etal, 200; Shahidul et al, 2010). Nevertheless, several studies were conducted in Bangladesh on e-commerce/e-business regarding the opportunities and challenges of the general perspective on the business landscape of Bangladesh (Ishtiaq Etal, 2004). Ferdousi,

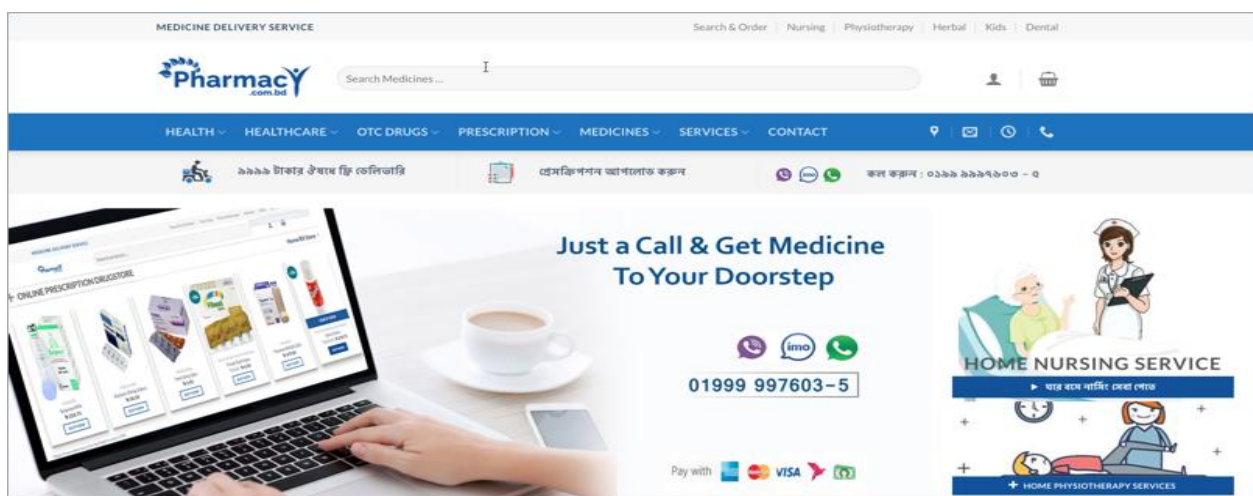
2003), Conceptual Framework Analysis (Rakibul Etal, 2006), Practice in Rural Areas (Ashraf, 2013), Marketing (Ishtiaq, 2000), Banking (Mia, 200; Ali, etc.),

2007), meaning (Raihan, 2001), and much more. In the 21st century, e-commerce/e-business has grown steadily around the world. The level of organizational involvement, management practices and the facilities provided by the IT sector have accelerated the pace of e-commerce development. Islam in one study

ATL (2007-2007) analyzed the adoption of internet banking in the country and discovered various ways for customers to disrupt the system. Rahman et al (2004), Islam et al, and Mia et al (2009) have also studied online banking. In contrast, Hossain (1995) highlighted the potential of e-tourism in the country. In contrast, security issues have become a major obstacle to the widespread application of e-commerce in our country. Since different security systems offer different relative advantages, it is the responsibility of the organization to select the appropriate method for securing electronic transactions (Morshed and Ferdous, 2005).

However, many relevant areas related to e-commerce/e-business survey in Bangladesh have not been covered yet. Similarly, there is not enough literature on e-commerce/e-business in Bangladesh, especially in the field of pharmaceuticals. From this perspective, the inclusion of this study can play an important role in setting and achieving business goals and meeting the needs of target customers.

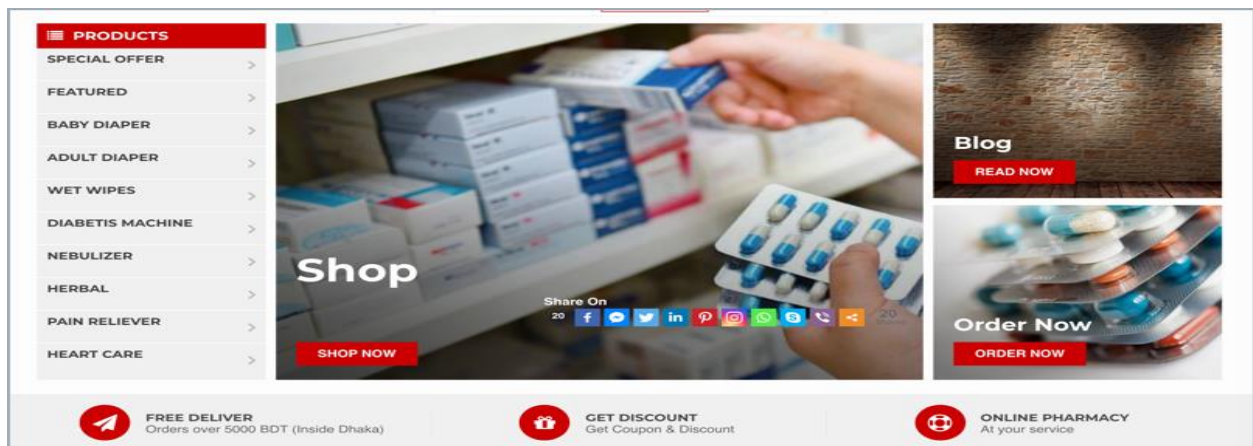
2.2 Related Works



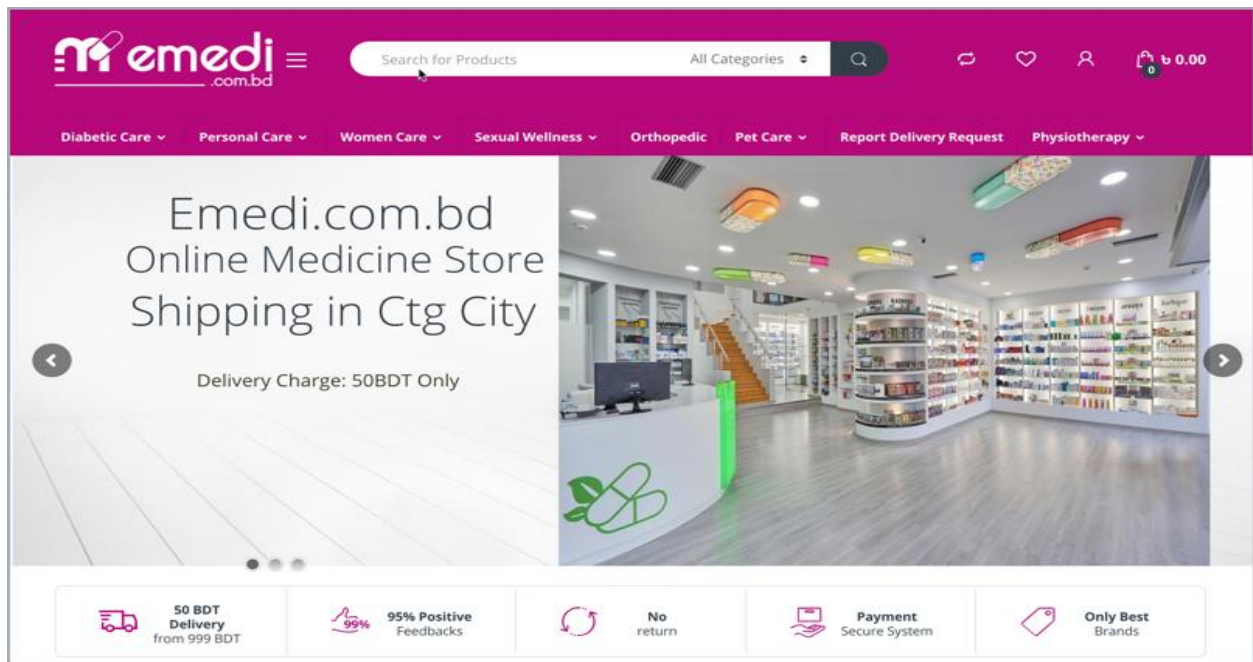
Pharmacy.com.bd is the largest online drug store in Bangladesh. They supply medicines and OTC medicines all over Bangladesh. All you have to do is send a picture or a
© Daffodil International University

scanned copy of your prescription to their website. And they will send medicine as soon as possible.

They supply various health items such as health devices, baby care products, orthopedic items, nutrition and supplements, sexual care products, dental and oral care items, and much more. You can also take home nursing services, home physiotherapy services, home diagnostics from them.



Khidmat Drug Outlet is another popular online pharmacy and drug store. They have been in the pharmacy business since 2011. You can order medicines by uploading your prescription or simply sending the name of the medicine. You can call them to order medicines. They provide home delivery all over Bangladesh. You can even get medicine in a hospital bed.



EMedi is a Chittagong based online drug store. They provide home delivery at just 50 BDT across Chittagong city. All you have to do is upload your prescription to order your medicines or add items from their website.

CHAPTER 3

REQUIREMENTS ANALYSIS AND SYSTEM SPECIFICATIONS

3.1 Software Requirements Specification Document

3.1.1 Data Requirements

The data set involved in any project is defined using data requirements. For this project, the basic data required is the login information for registering the application and item information. Without this information, the application cannot process the transaction.

3.1.2 Functional Requirements

Functional requirements are features that must exist in the final system. For any mobile application, we need to download the application from the Play Store. The application can be

provided for free or depending on the store or merchant. To use the application, you need to provide user login information, register, and login to the application after installation. Once, he or she logs into the application, they can use all the features.

3.1.3 Performance Requirements

Response time, scalability, platform reliability, tolerance should be considered during any system development. Performance The user or application should be able to respond quickly when the user interacts with the application. The application should be developed in such a way that it is scalable enough to take on new features when we want to expand application complexity. The application must run between all specific software and hardware requirements from the design phase of the project. Also, network issues, connectivity issues, and the application's tolerance rate (error tolerance) should be at a high level if the application crashes or closes. The system should provide information to the user about any of those issues when the user is no longer able to return results.

3.1.4 System Requirements

The application must be installed on any device, system, or machine in such a way that it has the basic software and hardware to support the device, access to the built-in software, call the camera for the mobile device, internet permission, and other basic requirements and possible security issues such as virus or malware.

3.1.5 Testing and Maintainability Requirements

The application should be able to meet all the possible good and bad test cases under a test environment. Application should be developed in such a way that it does not have any issues or crashes when the user is using the application. It should be able to extend itself when we expand the code or implement any new functions to the existing application.

3.1.6 Validation

Validation of any application before publishing the application to the users is an important criterion. If there is no validity, the information entered by the users may be redundant, inappropriately formatted, and cannot be maintained. For example, we can verify a mobile number in such a way that it should only use numbers and letters. Remember, if not validated, the user is likely to enter an incorrect phone number and save it. In case of any emergency, the authorized person cannot contact the person concerned. Similarly, the validity of all fields that are used to store data, in any case, is extremely important. In this application, I have done several validations on the login page and home page.

On the login page, I verified all the login information that the user needs to sign up for the first time. Fields such as username, email, password, mobile number are properly validated by displaying error messages. The username should not contain a number, the password must be at least six characters long, the email must be a valid address, and an error message appears if the email ID is already registered. The mobile number should contain only numbers, the scan operation should be performed correctly to retrieve the barcode number when scanning the item, if no message is shown. When searching for an item using a name, it should not contain a search number

3.2 SYSTEM DESIGN

3.2.1 Design Approach

This project is based on the functional design approach, which helps in understanding the design of the project in a simpler way by explaining its flow, use cases, and implementation more like a modular approach. For example, there are different modules in this project which have separate functionality and, other sub functionalities/modules. All the modules are designed, implemented and integrated together to make a flawless working application.

3.2.2 Detailed Design

The detailed design including modules and sub modules of the application is as follows:

1. **User Registration:**

If the user wants to use the Dispensary, they must download the application from the play store, install and register it by providing login information. Once, they registers the registered information is stored on the server and can be validated, checking the valid credentials for the next time he logs in with the application.

2. **Instant Search:**

The instant search helps in finding whether the item is available in the store or not. This could help the users save time by searching for the item which is out of stock.

3. **Checkout and Payment:**

Checkout is made in an easy step to avoid hassle in this application. The user can just check in with the checkbox from the cart. Depending upon the quantity of the items, the payment is calculated along with the tax rate (Ex: 8%). If the user wishes to purchase, they can proceed by clicking the “PayNow” button or they can cancel the purchase at this stage and proceed and with shopping for other items or they can exit the application.

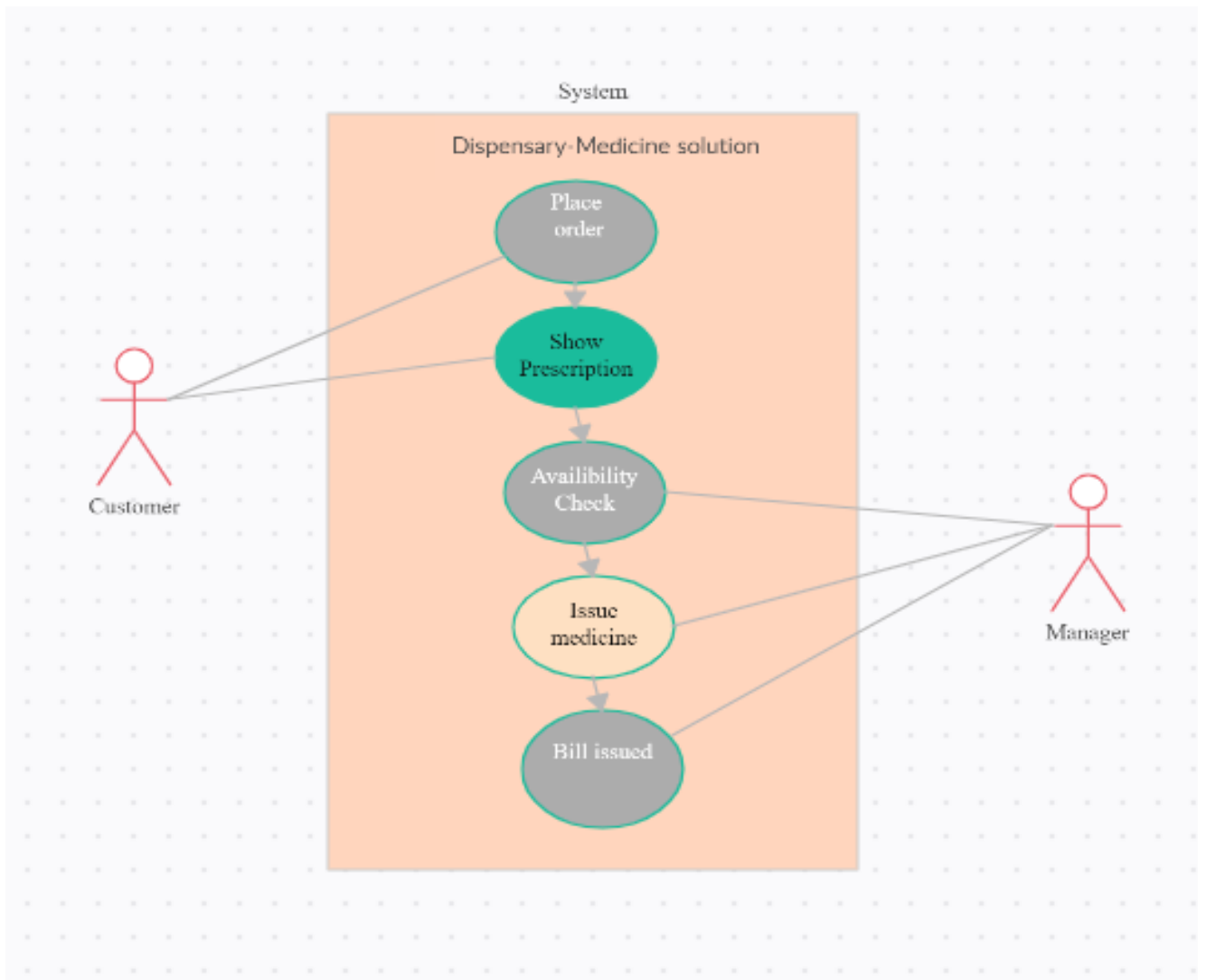
4. Invoice Generation and Uploading:

Once, the user confirms the purchase and pays the amount, the invoice is generated at the same time and we can share it instantly to cloud (share to drive, send email)

5. Tracking Purchase:

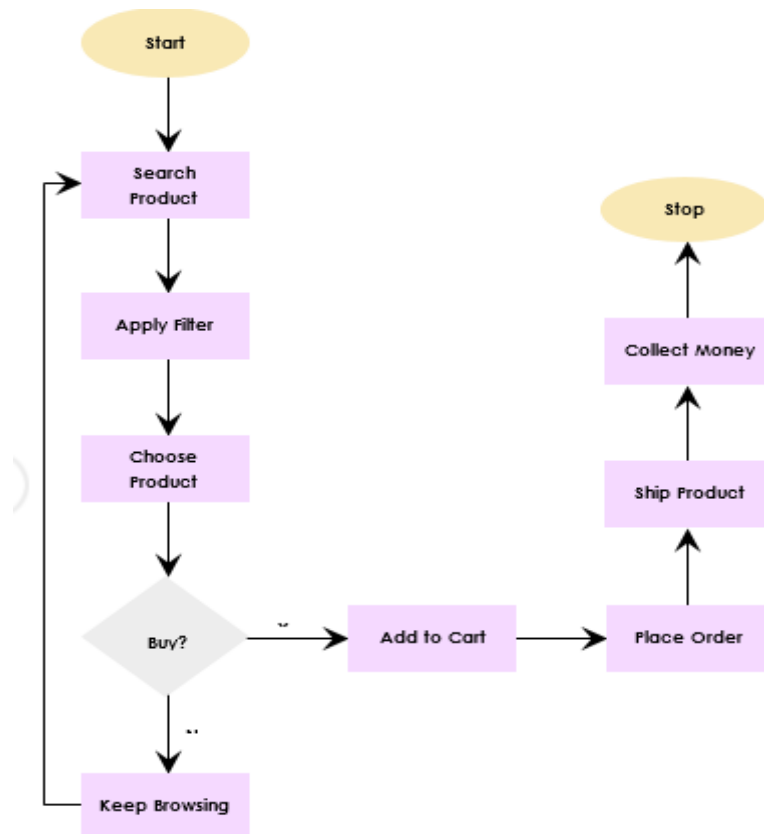
The application allows us to track purchases by adding the various expenses we spent and view them in the form of charts (pie chart) as for other charts like line graphs, bar graphs we need a large dataset. Viewing expenses is interactive with different options like view by category, by and between dates, or view all.

3.3 Application Design



The main aim of the system design is to explain the scenario using use case diagrams. Use case diagrams clarify the flow of the application by deriving the use cases for all the functionalities in form of diagrams for the users.

Working Process of Application



3.4 User Interface Design

User Interface Design for any application should be very simple. We should have only a few clicks or navigation among the features when using the application to avoid hassle. In this application, there are two main screens, the Login and Home screens.

The login page is the first page which appears when the user uses the application. In that page, if he is a new user, he can sign up or if he is an existing user, he can login with the credentials. The next screen is the homepage where the users can select features and use the app. The following image is the home screen. As seen from the image, this screen has all the key features.

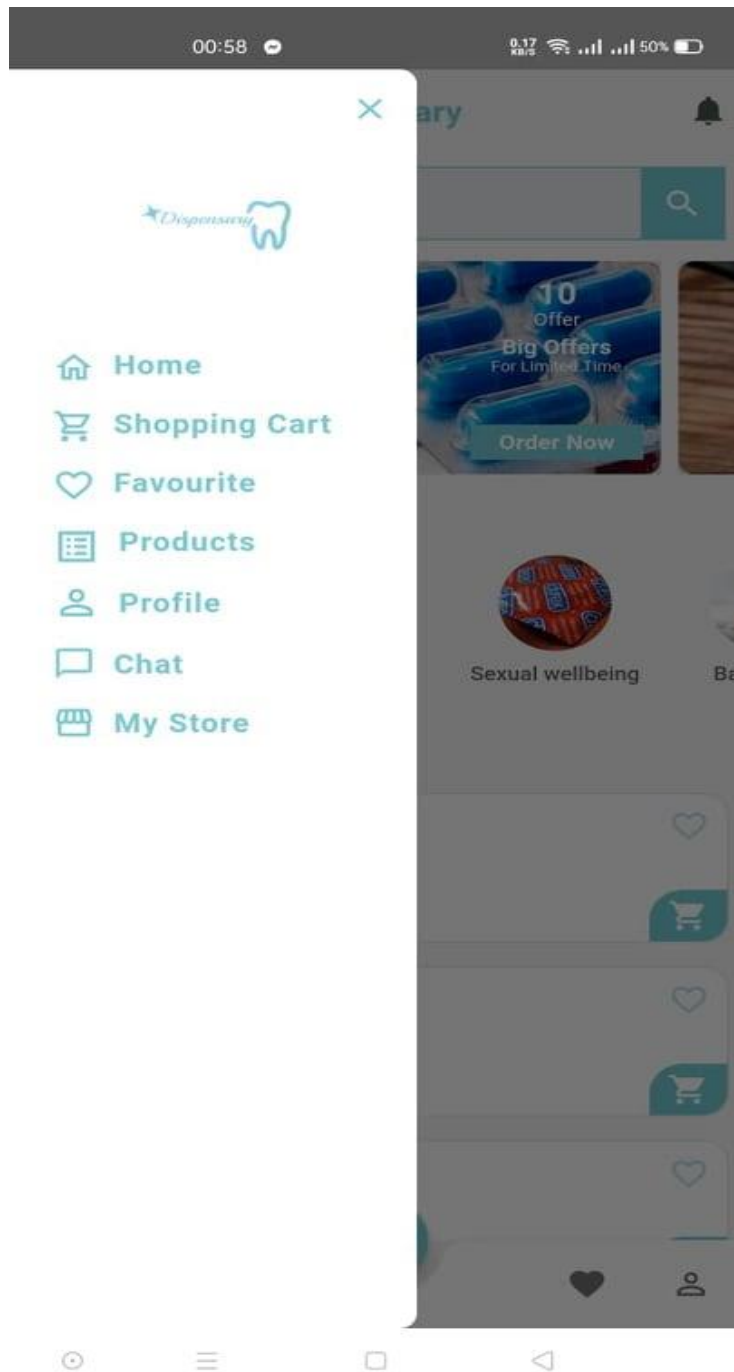
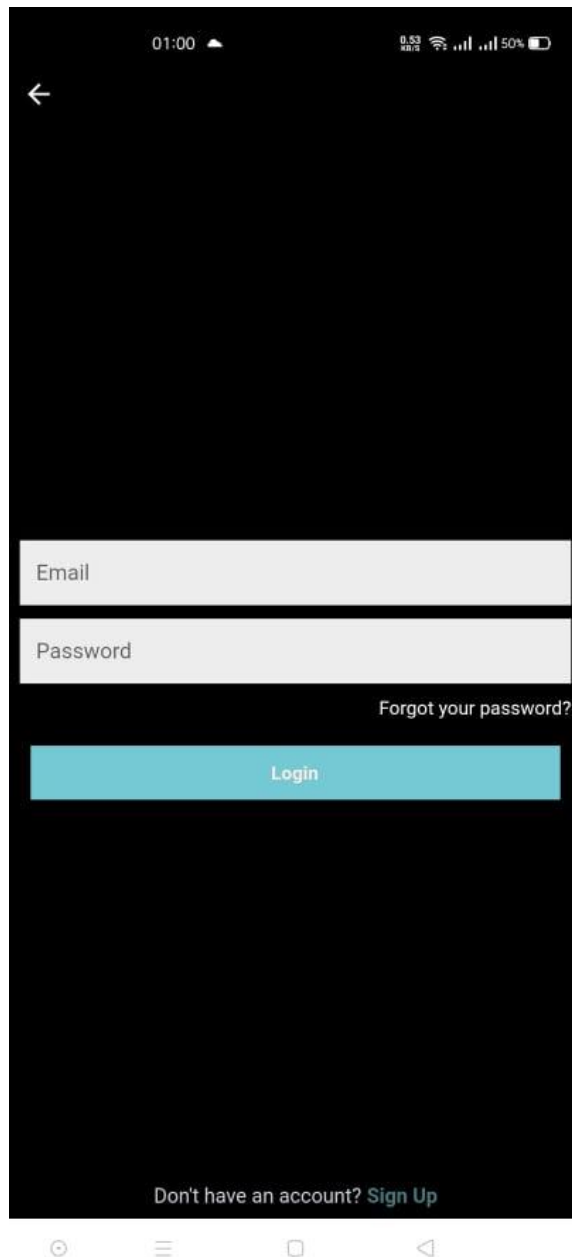


Figure 3: Home Screen

User Login/Registration:

If the user wants to use the Dispensary, we must download the application from the play store, install and register it by providing login information. As shown in the Figure 11, the login information includes user name and password. For the new user, the user must sign up by providing Full Name, Email Id and Password. Once, he registers, the registered information is stored in the server and can be validated, checking for the valid credentials for the next time he logs in with the application. After using the application, he can logout as shown in Figure



11: Login Screen

Instant Search:

The below Figure, is the instant search which helps in finding whether the item is available in the store or not. This could help the users in saving time by searching for the item which is not available in the store because of no stock. Search model is created using Web Services which displays the information to the user.



Figure 13: Search Screen

Checkout and Payment:

Checkout is made in an easy step to avoid hassle in this application. The user can just check in with the checkbox from the physical shopping cart. Depending upon the quantity of the items, the payment is calculated along with the tax rate (Ex: 8%). A separate payment screen is displayed which confirms the purchase. If the user wishes to purchase, they can proceed by clicking the “PayNow” button as shown in the Figure 16, else they can cancel the purchase at this stage also proceed and with shopping other items or they can exit the application.

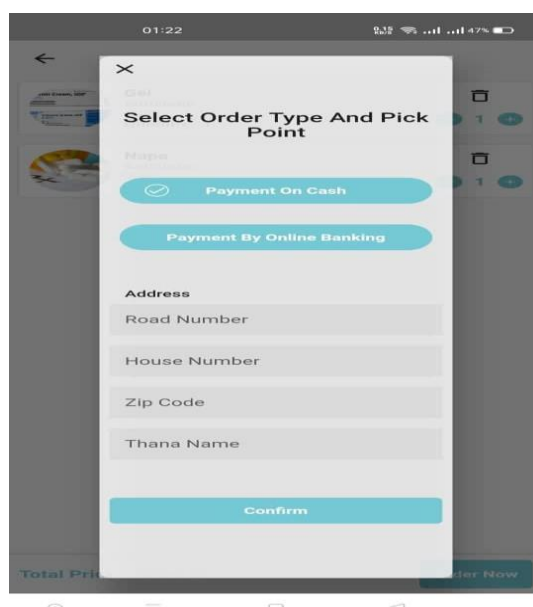
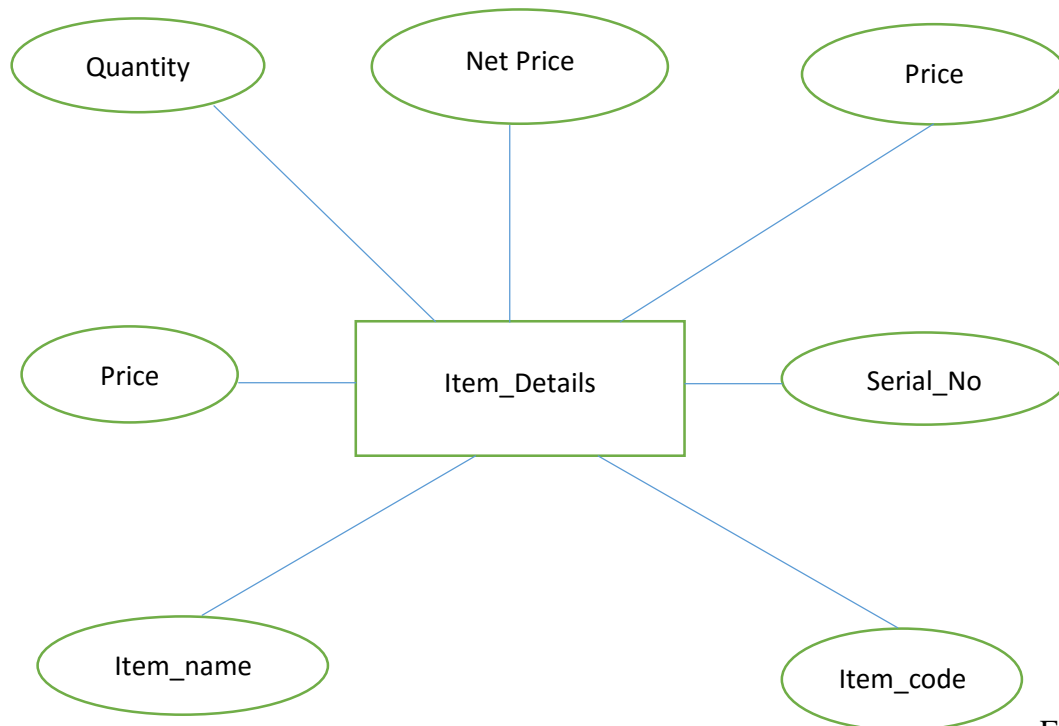


Figure 16: PayNow Screen

3.5 Entity Relationship Diagram

There are three tables involved for this project under one database (products) which was created in MySQL. One table includes information about the items. When the user scans the item, information from this table (item_details) is fetched through web services. There are seven attributes or fields for this table which includes item_code, item_name, price, quantity, net price, serial_no, stock. Secondly, another table (user) has login and registration information

about the users who sign up/sign in. It has five attributes including, user_id, name, e mail, password, and phone number. The third table is for tracking purchases or expenses and it has five attributes namely, id, category, amount, date and notes. As the three tables do not depend upon each other as per the design, the entity relationship diagram is as follows:



5: ER Diagram for table Item_Details

Figure

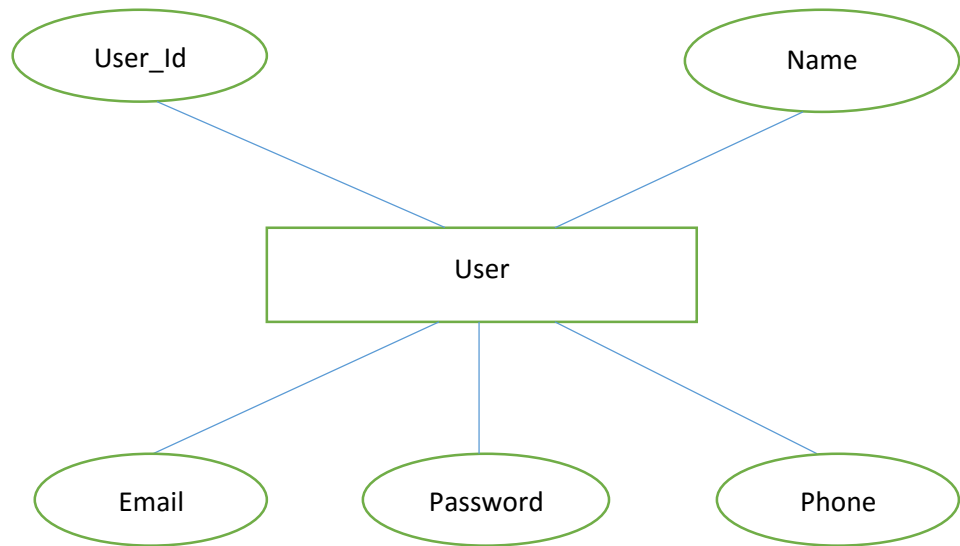


Figure 6: ER Diagram for table User

CHAPTER 4

IMPLEMENTATION

4.1 Introduction

Since the objective of this project is to develop and implement an e-commerce system with social network flavor where users can buy or add items for trading at the comfort of their homes without barriers of stress, place and geographical location through the internet. Generally, the implementation of a system refers to the transformation of the system specification designed from the originally obtained requirement into program codes.

The system was implemented using Dart, Flutter and Firebase.

Dart

This project will remember Dart Language, these events and ideas:

- ✚ Everything that can hold variables is an object and every object is an example of a class. Even numbers, functions, and null objects. All objects are inherited from the object class.
- ✚ Although the dart is strongly typed, type annotations are optional because the dart may be different. In the code above, the number is assumed to be type brick. When you want to clear it that no type is expected, use a special kind of dynamic.
- ✚ DRT supports top-level functions (such as main ()) as well as a class or object-related functions (static and example methods, respectively). You can create functions (nested or local functions) between functions.
- ✚ Similarly, DART supports top-level variables, as well as variables tied to a class or object (static and example variables). Instance variables are sometimes known as fields or attributes.
- ✚ Unlike Java, Dart has no keywords that are public, secure, or private. If an identifier starts with an underscore (`_`), it is private in its library. For details, see Libraries and Visibility.
- ✚ Identifiers can start with a letter or underscore (`_`), then a combination of those letters and a number.
- ✚ Dart has two expressions (which have runtime values) and statements (which do not). To execute the code; Run-time errors raise a failure when executing code results.

Flutter

Flutter is a free and open-source mobile UI framework developed by Google and released in May 2011 mobile that means you can use a programming language and a codebase to create two different applications (for iOS and Android).

Shaking consists of two important parts:

✚ **SD is an SDK (Software Development Kit):** a tool that will help you develop your applications. Collection This tool includes tools for compiling native machine code (code for iOS and Android).

✚ **A framework (widget-based UI library):** a set of reusable UI elements (buttons, text inputs, sliders, and more) that you can personalize to suit your needs.

This application used a programming language called DART to develop filters. The language was created by Google in October 2011 but has improved a lot over the years. Dart focuses on front-end development and you can use it to build mobile and web applications.

Firestore

The project uses Firestore, a mobile- and web application development platform that is supported by Google, to help developers provide a richer application experience. To facilitate the workflow of developers, Firestore manages its own infrastructure with a great set of tools and provides a development kit and an online dashboard. These tools are interconnected, scalable, and integral with third-party software to overcome complex challenges with standard building blocks. The platform has a great set of advanced tools. The **Real-Time Database** and **Cloud Fire Store** can store document-structured data and synchronize related applications in milliseconds whenever a data transformation occurs. This means that both the app and its database listen to each other, providing the user with a responsive app experience. And the Firestore Cloud function can even extend this functionality. These functions allow the developer to write backend code to respond to events that occur on the Firestore platform without having to deal with a server.

4.2 Test Plan and Test Activities

Test plan is necessary for any project to plan the testing phase and decide the scope of the project. Test plan involves collecting design specifications about the project, wiring test cases, executing them manually or automatically using automated testing tools. Testing any application is highly important. Test plan is a method of documenting the test cases, specification plans and other basic level details about how the application works.

Test Activities for this project includes various testing like:

✚ **Black Box testing:** In this project, sample test cases are written and manual testing is done to check the functionality of the application.

✚ **White Box testing:** Once the application meets the user requirements and Functionalities according to the test cases, its internal logic are completely tested to ensure that the application does not have any logical errors or issues.

- ✚ **Unit Testing:** I have tested all the modules of the application individually by running as a test program.
- ✚ **Integration testing:** After testing the modules individually, tested them by integrating all the sub modules, modules into one application.
- ✚ **System Testing:** It refers to checking whether the system in which the application is built meets the necessary requirements like software support. For example: In this project, I have checked whether the device in which the application developed is compatible with the software (Android Studio)
- ✚ **End to End Testing:** Tested the complete environment of application by connecting the device with different machines, installing as an APK file, with the database and in local network.
- ✚ **Usability Testing:** Finally, usability testing is performed by testing the application's flow, UI design and how flexible and easy the application is easy to use.

Chapter 5

RESULTS AND DISCUSSIONS

5.1 User Interface Representation

To make the application interactive, different controls have been used and designed using the layout file. Following are the important controls that are designed and used in this application:

- ✚ **Text View:** The text view component belongs to the view group as a part of GUI. It displays the text or content view of any activity to the user and allows them to edit.
- ✚ **Edit Text:** This allows itself to be editable in the text box.
- ✚ **Button:** One of the important components in which the application needs. It is mainly associated with action when the user clicks it. We can represent the button using any text which holds the action class on it.
- ✚ **Image Button:** Suppose, if we want to have an image for the button which we have designed, we can include using this control by adding the source or path of the image file within the tags in the layout file.
- ✚ **List View:** This is a key component under the view group which helps in displaying the information about anything when we click the action button. It also allows us to scroll through the screen and have a look about the information displayed. Using the list adapter, the content is pulled from the database.

- ✚ **Checkbox:** It is the control component which allows us to use or make use of the function by just clicking on the check box button. When we include check box widget in the application, we can see a small box in the screen on which we can check it and it will be selected.

CHAPTER 6

FUTURE WORK & CONCLUSION

6.1 Future Work

In an age where everything is going online and people are buying everything from groceries to web store gadgets, now is the time that the treatment and drug market is trending and indeed it is. We can now meet all our pharmaceutical needs online. There are several features of the project that would be quite challenging to be added.

In future we add many features to more efficient the online restaurant system to use.

Below the future scope to more efficient the online system.

- Taking Doctor appointment
- Ability to display disease wise specialist doctor
- User can call ambulance.

6.2 Conclusion

I have learned a lot from this project on how to develop Android Application and publishing it in real time, use Web Services using SOAP UI, reporting using chart libraries, other libraries for scanning, payment, SDKs, requirement gathering, barcode, QR, RFID formats.

As mentioned, other existing applications does not help in avoiding people to stand in a long checkout line, instantly searching about availability of products, tracking purchases (all together in a single application). If people use Dispensary in the future, they have several advantages which includes, easy checkout, payment, sharing invoices instantly as it is quite

easy to misplace paper bills and organizing them in easily, particularly helpful for elderly people by avoiding them to wait for a long time in the checkout line, providing quick information about items available, tracking purchases which helps users to budget their expenses wisely and finally stores can reduce scanning machinery and power consumption.

REFERENCES

- [1] Poorva Rathi ; Himanshu Ahuja ; Kavita Pandey,” Rule Based Trust Evaluation Using Fuzzy Logic in Cloud Computing”
 - [2] Xiao Z., Xiao Y., “Security and Privacy in Cloud Computing”, IEEE communications surveys & tutorials, vol. 15, No. 2, second quarter 2013.
 - [3] Zhou L., Varadharajan V., Hitchens M., “Trust Enhanced Cryptographic Role-Based Access Control for Secure Cloud Data Storage”, IEEE transactions on information forensics and security, November 2015
 - [4] Bendale Y., Shah S., “User Level Trust Evaluation in Cloud Computing”, International Journal of Computer Applications May 2013
 - [5] Garg S., GAO L., Montgomery J., “Clouds Selection for Network Appliances Based on Trust Credibility”, International Telecommunication
 - [6] Networks and Application conference, 2015
 - [7] Chandran K., Shanmugasudaram V., Subramani K., “Designing a Fuzzy-Logic Based Trust and Reputation Model for Secure Resource Allocation in Cloud Computing”, June 2013
 - [8] Li W., Ping L., Lu K., Chen X. “Trust Model of
 - [9] Users behavior in Trustworthy Internet” IEEE computer society 2009.
 - [10] Tian L., Lin C., “Evaluation of User Behavior
 - [11] Trust in Cloud Computing,” International Conference on Computer Application and System Modeling, 2010.
 - [12] Khan K. and Qutaibah M. “Establishing trust in cloud computing” IEEE october 2010.
 - [13] Qiang G., Dawei S., Guiran C., “Modeling and Evaluation of Trust in Cloud Computing Environments,” 3rd International Conference on Advanced Computer Control (ICACC 2011).
- © Daffodil International University 28

